

Burgers

Guides to the game

Campaign

The campaign represents the basic gameplay of Burgers. It is very straight forward with a bit of variations here and there, but overall offers a simple and fun experience to players.

Arena

The Area is where things start to advance. It contains challenging scenarios and different types of gameplay. It varies from defending your base, Electrifying the monsters, to providing sniper support, etc. And of course, there is a level you can play as a Mech.

Important notes:

_Combat Effective Points (CEP) are used for purchasing items in the Armory.

_You have only one life in each level, so use it wisely. Your health slowly regenerate when out of combat.

_If you die in a level in progress, you may have to wait for other players to finish it.

_If you choose to leave, the experiences you earned still count, but all of the combat effective points will be lost.

_Every character has different attributes. They can be useful in certain levels or situations.

_Numbers of player determent the numbers of AI in the Story

_Bosses can be tough for one player. Bring your friends.

_Because this is our first major game with many complex features, please report bugs constructively. You should quit the level and restart it if you encounter any bug.